



d30 Snake Generator

SNK1: HIT DICE & ARMOR CLASS

		AC (Descending)					HD
		6	5	4	3	2	
Roll on d30	1	2	3	4	5	1	
	6	7	8	9	10	2	
	11	12	13	14	15	3	
	16	17	18	19	20	4	
	21	22	23	24	25	5	
	26	27	28	29	30	6	

HD	# App.	Move	Bite
1	1d6	15	1d3*
2	1d5	12	1d3*
3	1d3	12	1d3*
4	1d3	12	1d6*
5	1d2	9	1d6*
6	1	9	1d6*

* plus bite effect per **SNK2**

ALIGNMENT

Alignment for snakes will be neutral unless Intelligence is suggested by **SNK4**, in which case the snake will be chaotic.

SNK3: BITE EFFECT DURATION

Mod.	Interval					Roll on d30
	rounds	turns	days	weeks	months	
1d2	1	2	3	4	5	
1d3	6	7	8	9	10	
1d5	11	12	13	14	15	
1d10	16	17	18	19	20	
1d15	21	22	23	24	25	
1d30	26	27	28	29	30*	

* or permanent (at DM's discretion)

SNK2: BITE EFFECTS (duration per **SNK3**)

Roll Effect (on failed save vs. poison; except numbers 1-4)

1	additional bite damage: +1d6 acid damage
2	additional bite damage: +1d6 cold damage
3	additional bite damage: +1d6 electrical damage
4	additional bite damage: +1d6 fire/flame
5	blindness
6	blurred vision (-1d5 "to hit" and on all detection rolls)
7	confusion (as MU spell)
8	deafness
9	difficulty breathing (rest required twice as often)
10	discoloration (-1d6 CHA)
11	dizziness (movement halved; -1d3 AC/"to hit")
12	eyelid drooping (-1d5 "to hit")
13	fatigue (twice as much rest/sleep as normal required)
14	fear (as MU spell)
15	hallucinations (at DM's discretion)
16	hemorrhaging (2x all physical damage taken; cannot heal)
17	loss of muscle control (-1d3 "to hit")
18	loss of speech (mumbles)
19	mental fog (-1d3 INT/WIS)
20	muscle spasms (1-in-6 chance per interval*; 1d3 turn dur.)
21	nausea/vomiting (1-in-6 chance per round to lose action)
22	numbness (-1d3 AC)
23	paralysis
24	shock (as stunned)
25	slowed reaction time (-1d3 AC/"to hit")
26	tissue necrosis (-1d3 hp per interval*)
27	unconsciousness (as coma)
28	weakness (-1d3 STR; movement halved)
29	roll for 2 effects, ignoring duplicates and #30
30	roll for 3 effects, ignoring duplicates and #29

* by **Intervals** on table **SNK3**

SNK4: SPECIAL ABILITIES

Roll Ability

1	anti-magic field (10' radius per HD)
2	flash (10' radius per HD; save vs. spell or blinded 1d3 turns)
3	breath weapon*: acid (line:10'x1' per HD; 1d6 per 2HD)
4	breath weapon*: cold (cone:10'x5' per HD; 1d6 per 2HD)
5	breath weapon*: electrical (line:10'x1' per HD; 1d6 per 2HD)
6	breath weapon*: fire (cone:10'x5' per HD; 1d6 per 2HD)
7	breath weapon*: gas (cloud:10'x5' per HD; 1d6 per 2HD)
8	cure light wounds (as cleric equal to HD)
9	gaze attack: charm monster (as MU equal to HD)
10	gaze attack: charm person (as MU equal to HD)
11	gaze attack: paralysis (on failed save vs. spell)
12	gaze attack: turn to stone (on failed save vs. spell)
13	hiss, deafening: save vs. breath or deaf for 1d6 turns
14	hiss, debilitating: save vs. breath or stunned for 1 turn
15	immune to <i>charm</i>
16	immune to magic [optional: only immune below level=HD]
17	immunity [roll 1d3: 1=cold; 2=electricity; 3= fire/flame]*
18	infravision (1d3x30')
19	polymorph other (into snake; as MU equal to HD)
20	polymorph self (as MU equal to HD)
21	sleep (as MU equal to HD)
22	spell use (1d10 spells from MU or cleric list)
23	spell use (as cleric equal to HD)
24	spell use (as MU equal to HD)
25	spit attack: blindness (on failed save vs. breath; range=10'/HD)
26	stinking cloud (moves with snake)
27	summon snakes (1d6; arrive in 1d5 rounds)
28	telepathic (at will; 10' range per HD)
29	teleportation (no error; 1d3x/day)
30	roll for 2 abilities, ignoring duplicate or contrary effects

* type may be changed to align with result from **SNK2**